

ABSTRACT

Method and apparatus for implementing persistent data in object-oriented programs. A class declaration is separated into two parts, a first structure type for storage of one or more data values, and a class that derives from the structure type. Objects of the structure type are instantiated and initialized in the source program. The class definition includes a static method that converts an object of the structure type to an instance of the class in response to a reference to the method. Thereby, memory for the objects is allocated and data values are assigned to the objects at compile-time.